COMMUNITY WORKSHOP

General Plan Elements Update

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Tonight's Agenda

I. Project Purpose – What Are We Doing and Why!
II. What is a General Plan?
III. Project Overview/Timeline
IV. Existing Conditions Overview
V. Interactive Exercise

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What Are We Doing?

The City is updating key elements of the existing General Plan 2035:

- Land Use
- Economic Development
- Circulation (Roadway Systems)
- Housing
- Growth Areas
- Recreation & Open Spaces
- Implementation

I. Project Purpose con't

Why Are We Doing It?

- Surprise is a dynamic city experiencing rapid growth.
- General Plan is a fluid document – not static.
- Initiative and innovation are core values of Council.
- Council has been pro-active in its desire to establish a business-friendly policy while still promoting quality growth.
- Continue to enhance its vision and planning for the future.
- Shared Vision + Superior Service + Sustainable Practices = One Surprise!

I. Project Purpose con't

Why Are We Doing It?

- Have opportunity to integrate ongoing updates to Parks and Recreation, Original Town Site, and Public Arts Master Plans.
- Helps to ensure a compatible relationship to updated Uniform Development Code (SUDC) and Design Guidelines.
- Evaluate alternative approaches to land use planning; getting away from the "village planning" model.

II. What is a General Plan?

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What it is:

- A blueprint for future growth and development
- A statement of City policy
- A framework for more specific planning
- A tool for education and communication
- A means of providing a long-range perspective
- A way to improve the quality of life

II. What is a General Plan?

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What it is not:

- A specific plan for a development project
- A zoning ordinance
- A rigid, static document
- A capital improvement plan
- A city budget
- A master plan or operational plan

III. Project Overview/Timeline

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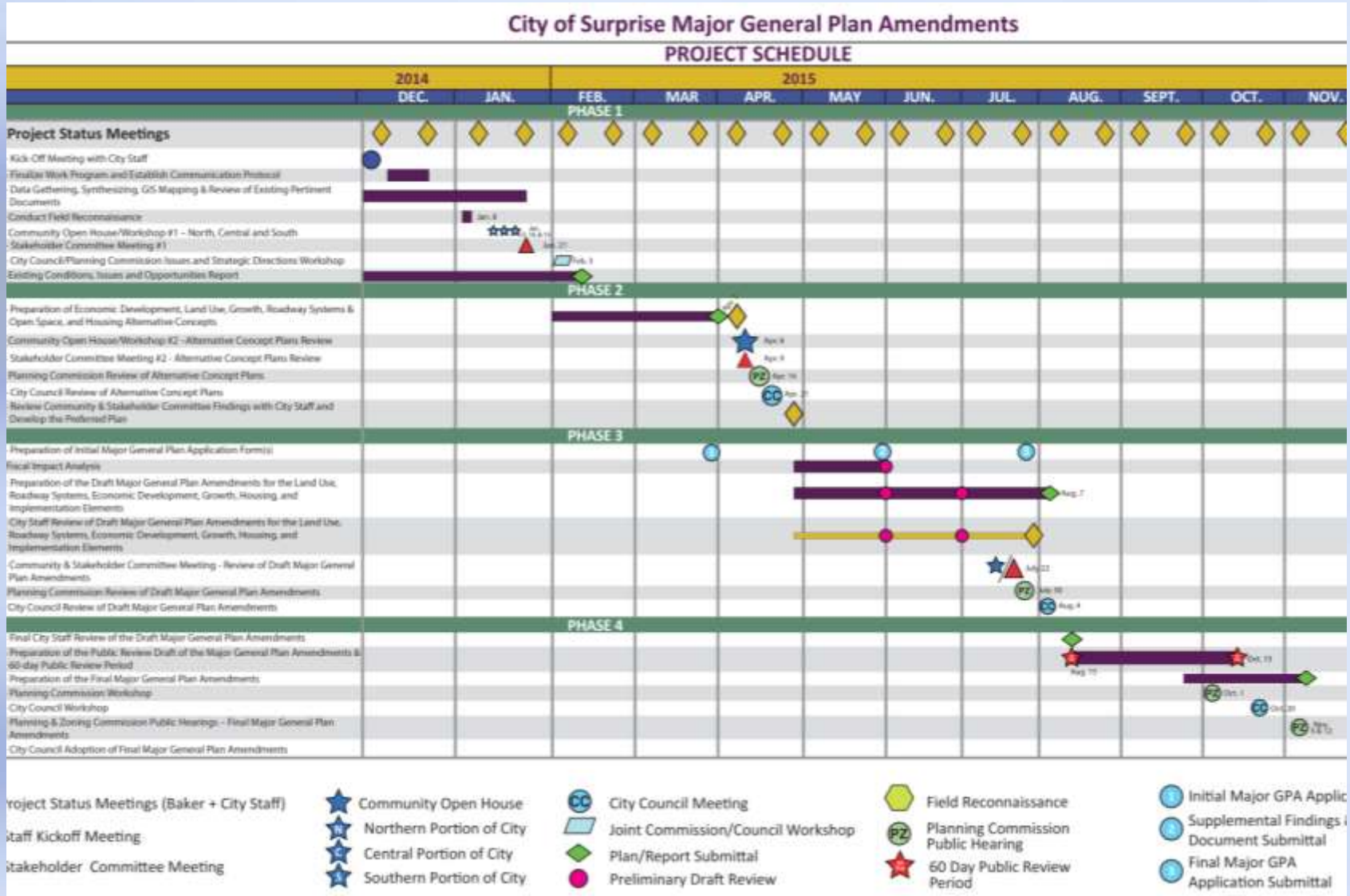
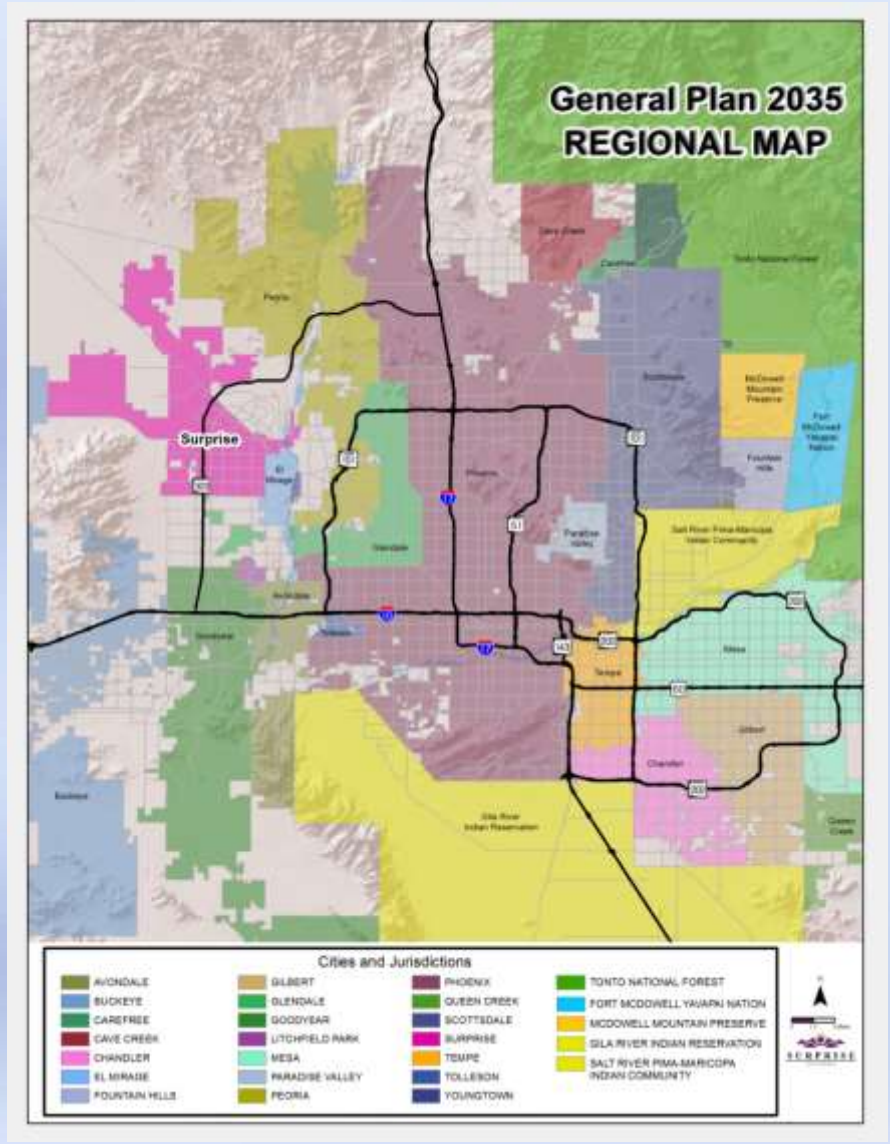
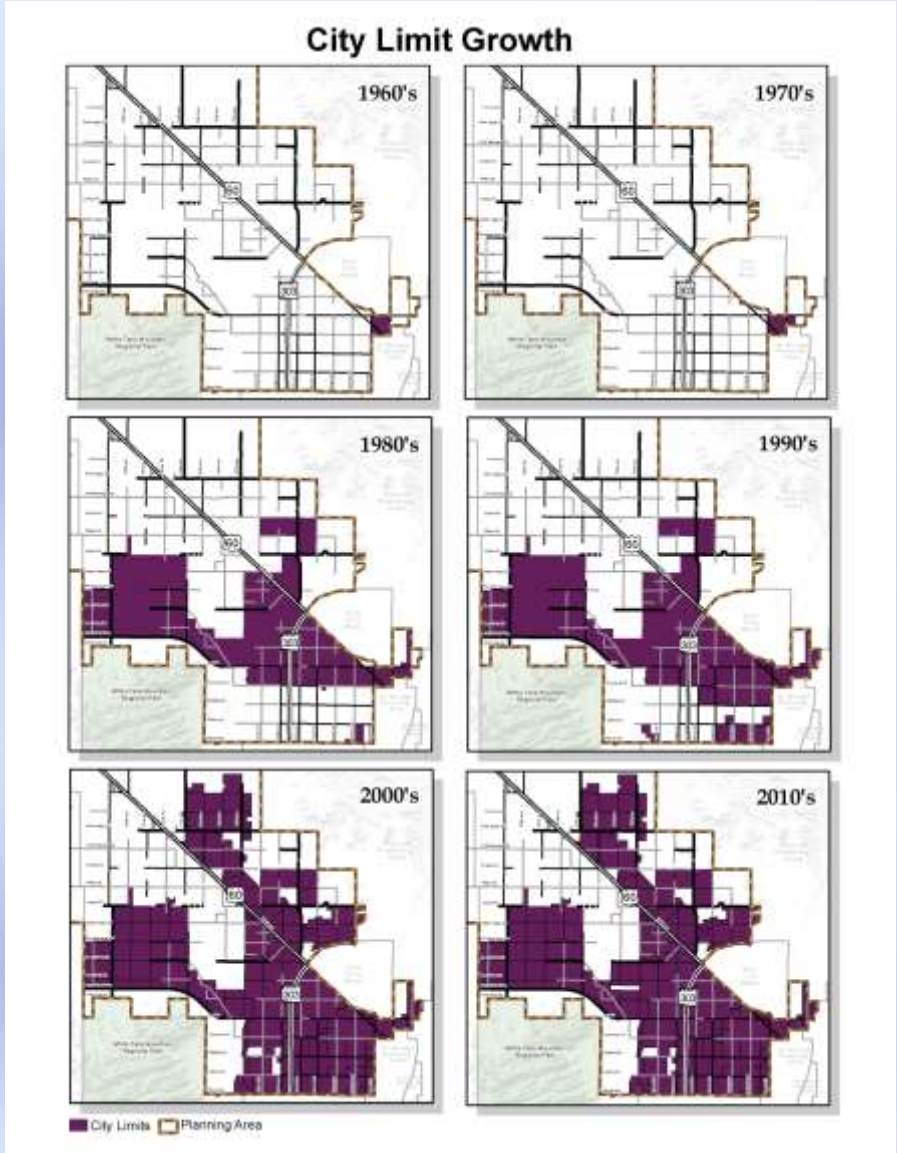


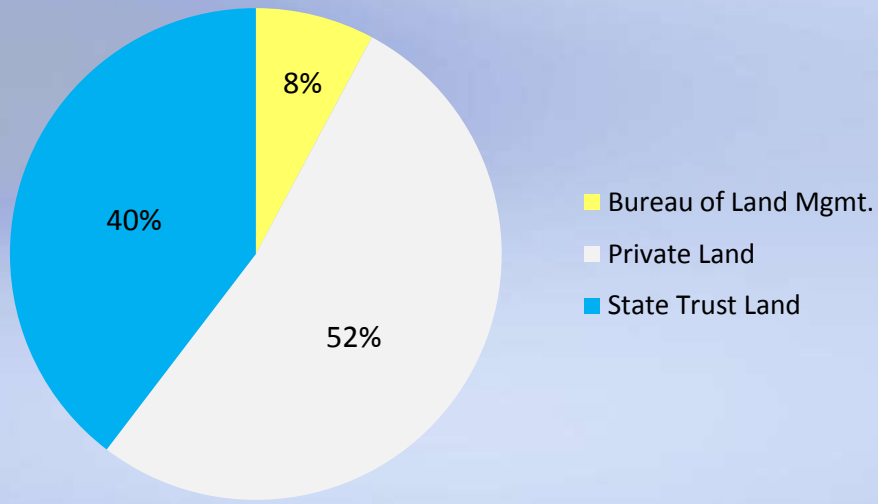
IV. Existing Conditions – Regional Context

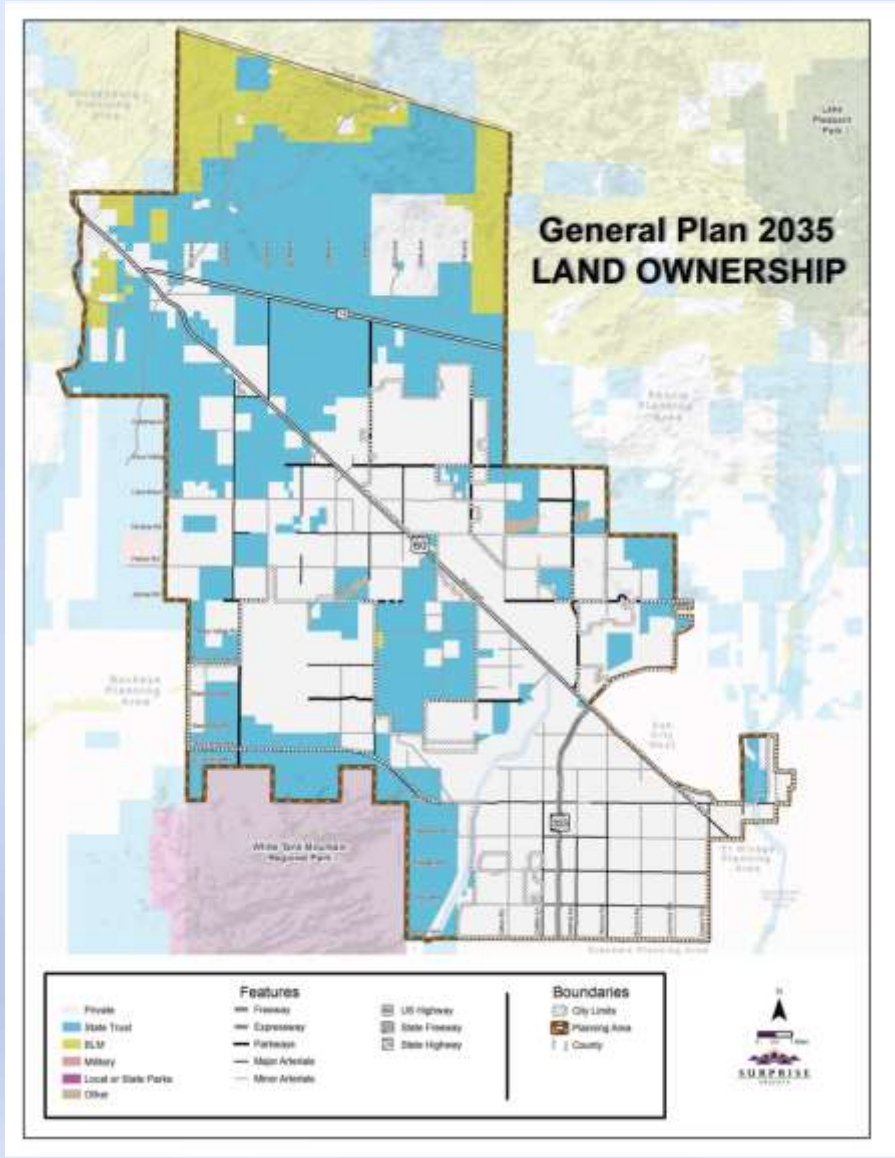


IV. Existing Conditions – Annexation History

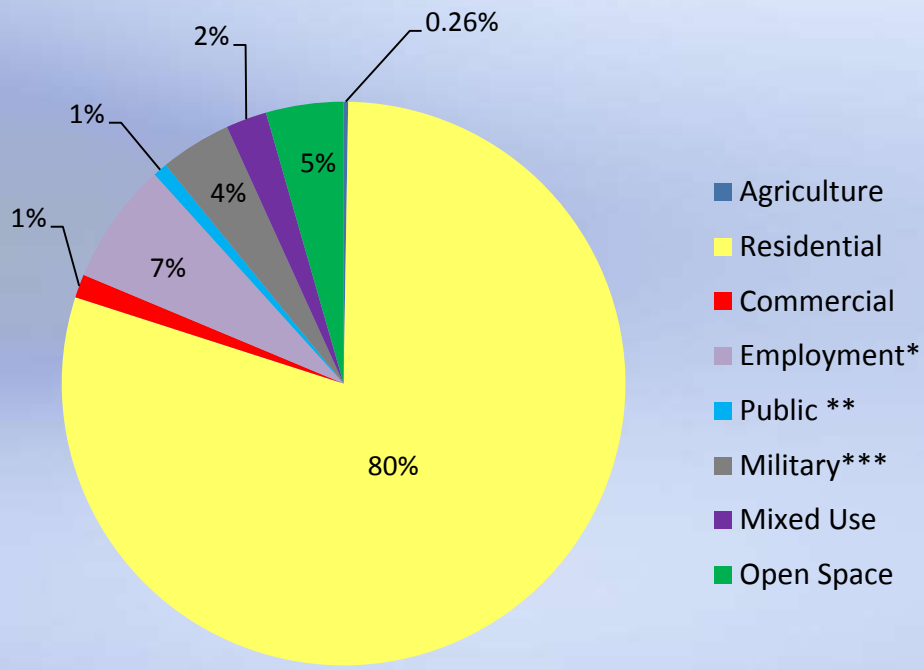


IV. Existing Conditions – Land Ownership

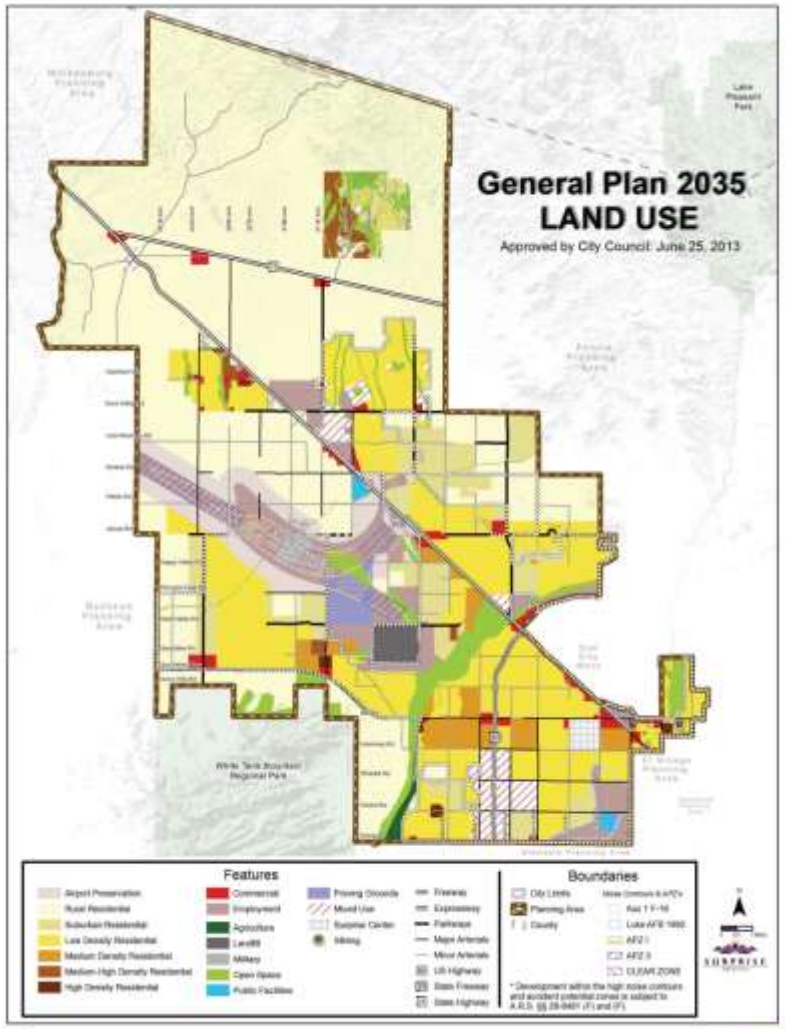




IV. Existing Conditions – Land Use Map

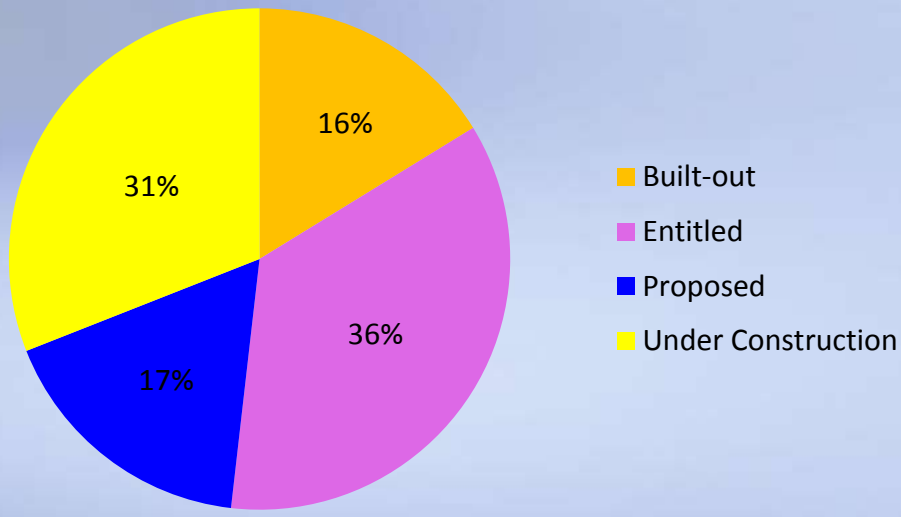


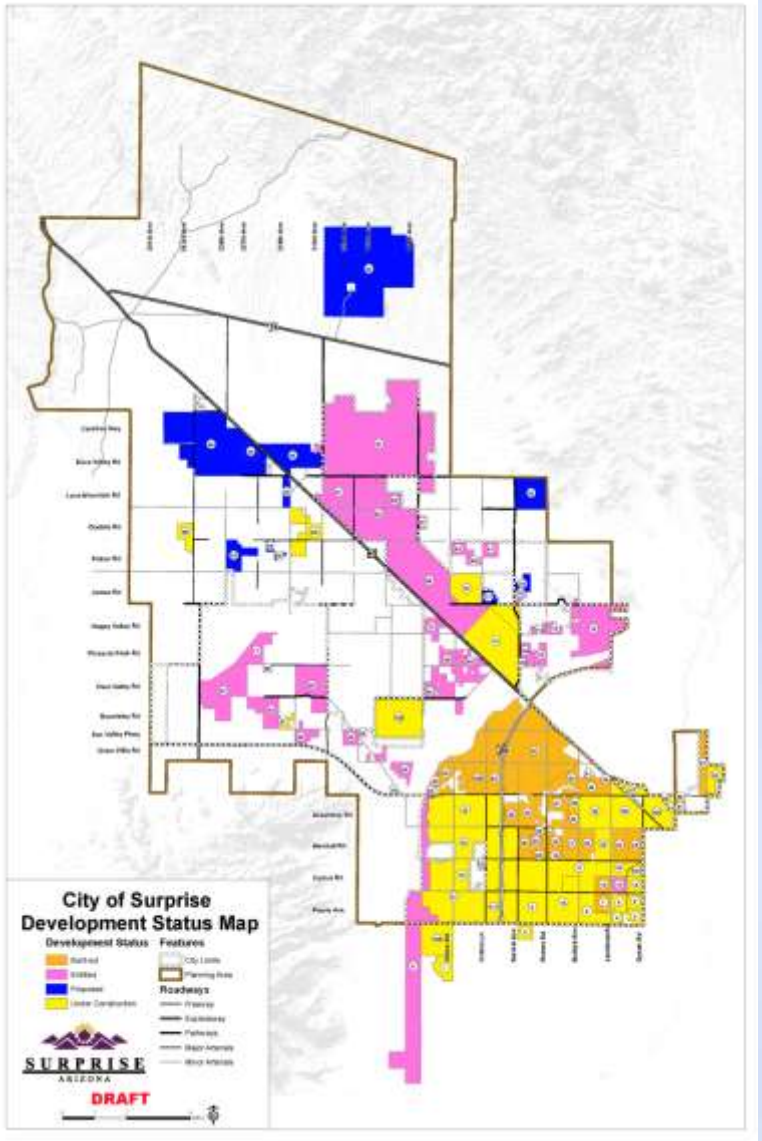
* Includes Proving Grounds
** Includes Landfill
*** Includes Airport Preservation



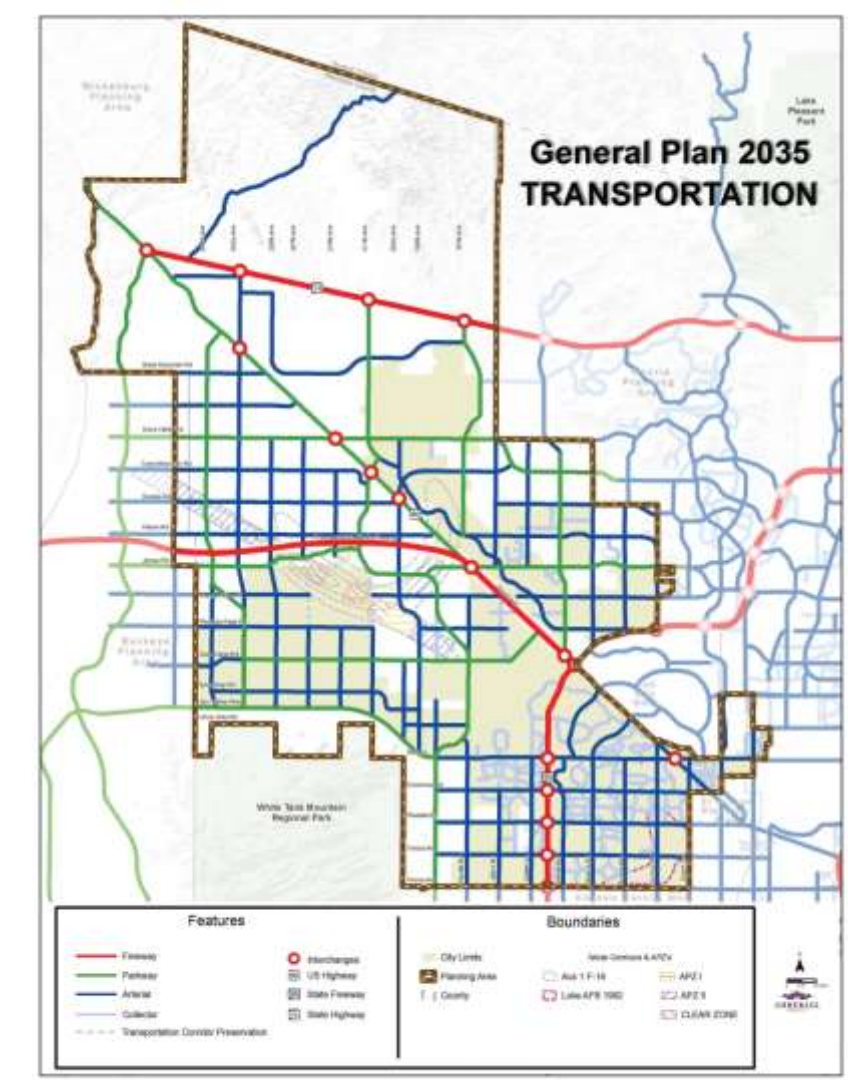
IV. Existing Conditions – Existing Developments

- Total existing and approved dwelling units in Surprise Planning Area: 178,702



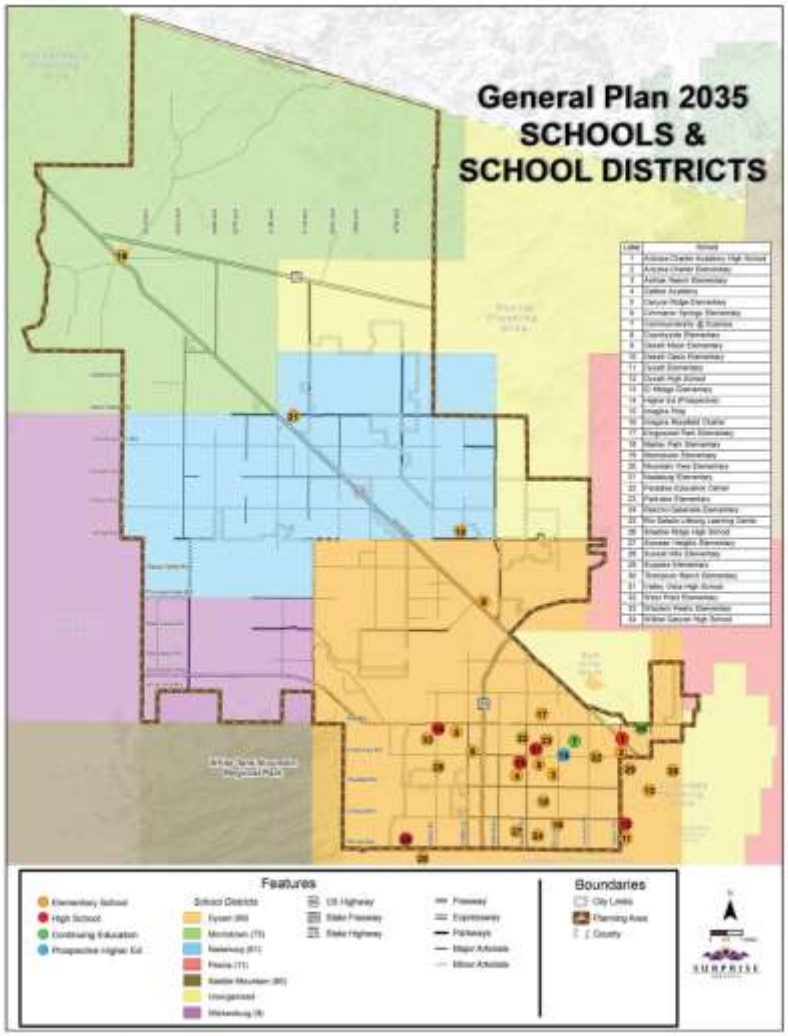


IV. Existing Conditions – Circulation Plan

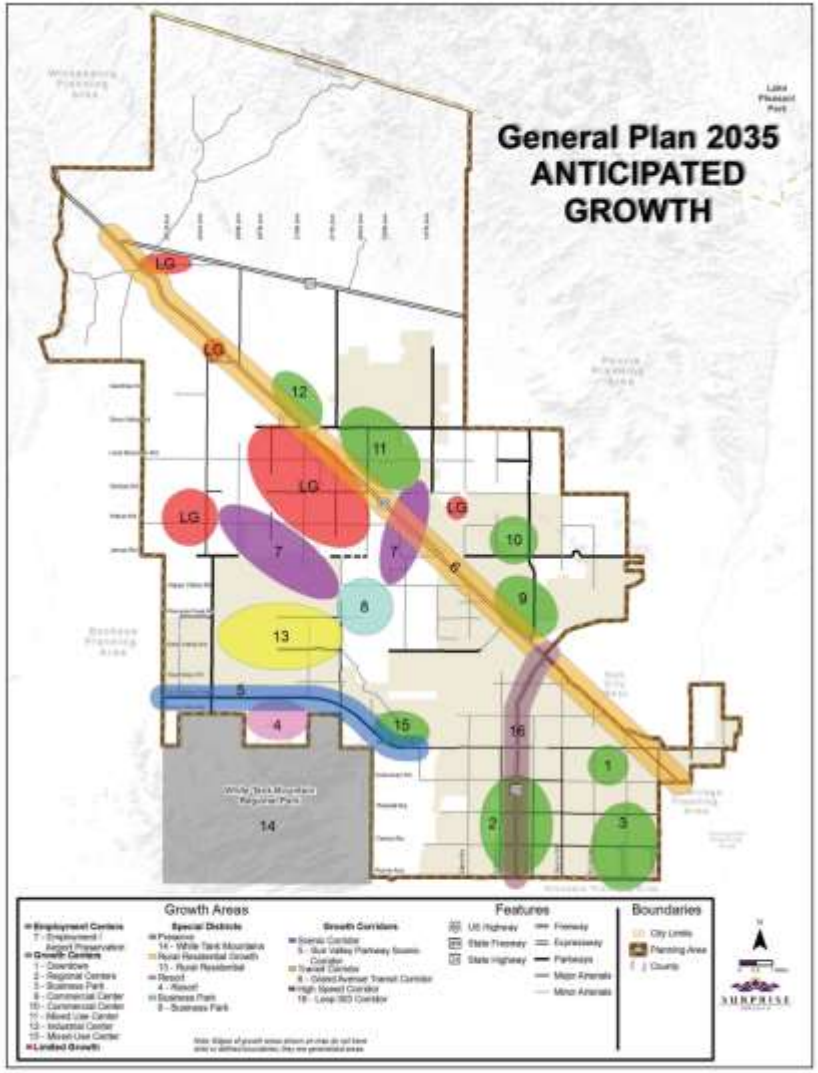


IV. Existing Conditions – School Districts

- Morristown District 34%
- Dysart 29%
- Nadaburg 23%
- Unorganized 8%
- Wickenburg District 6%

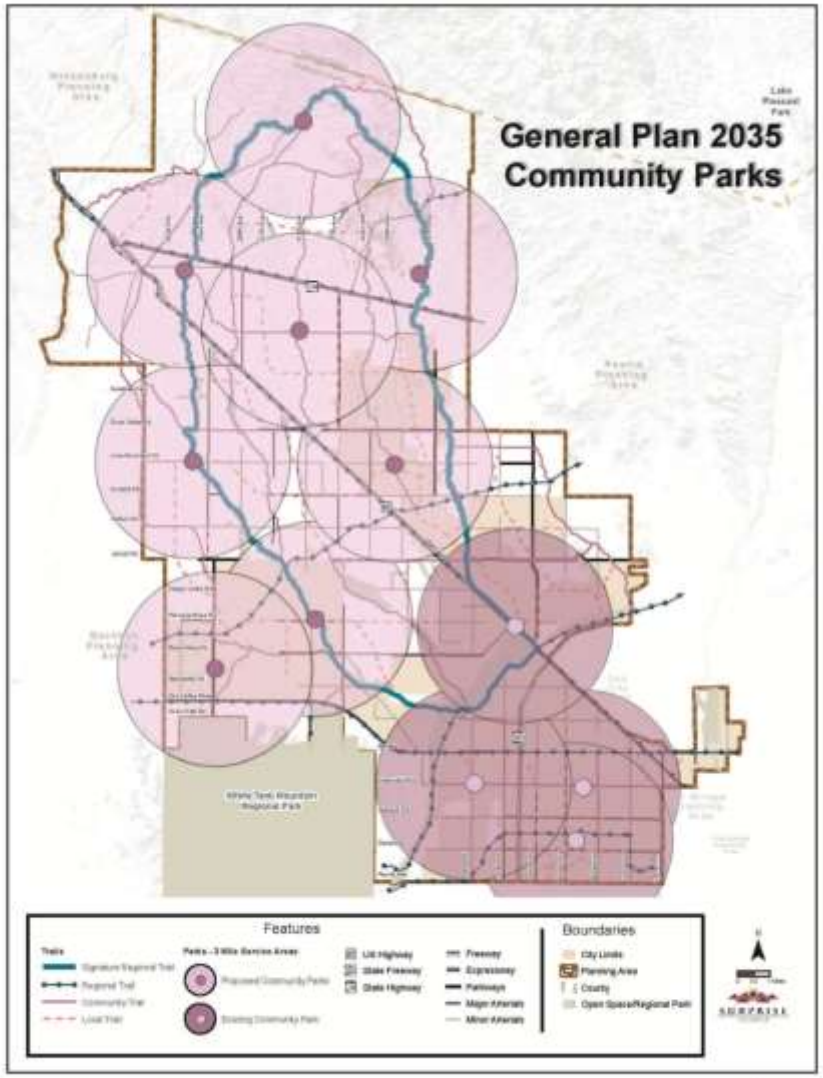


IV. Existing Conditions – Growth Areas



IV. Existing Conditions – Parks

Surprise General Plan 2035: Foundation for the Future 75



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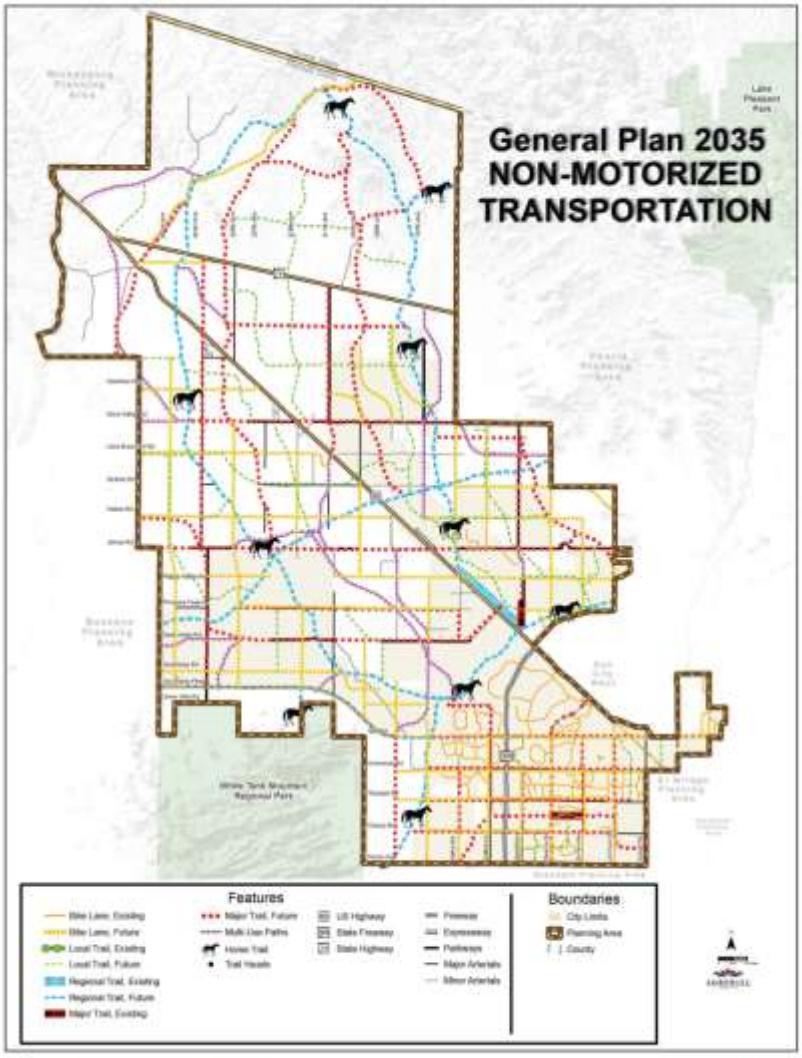
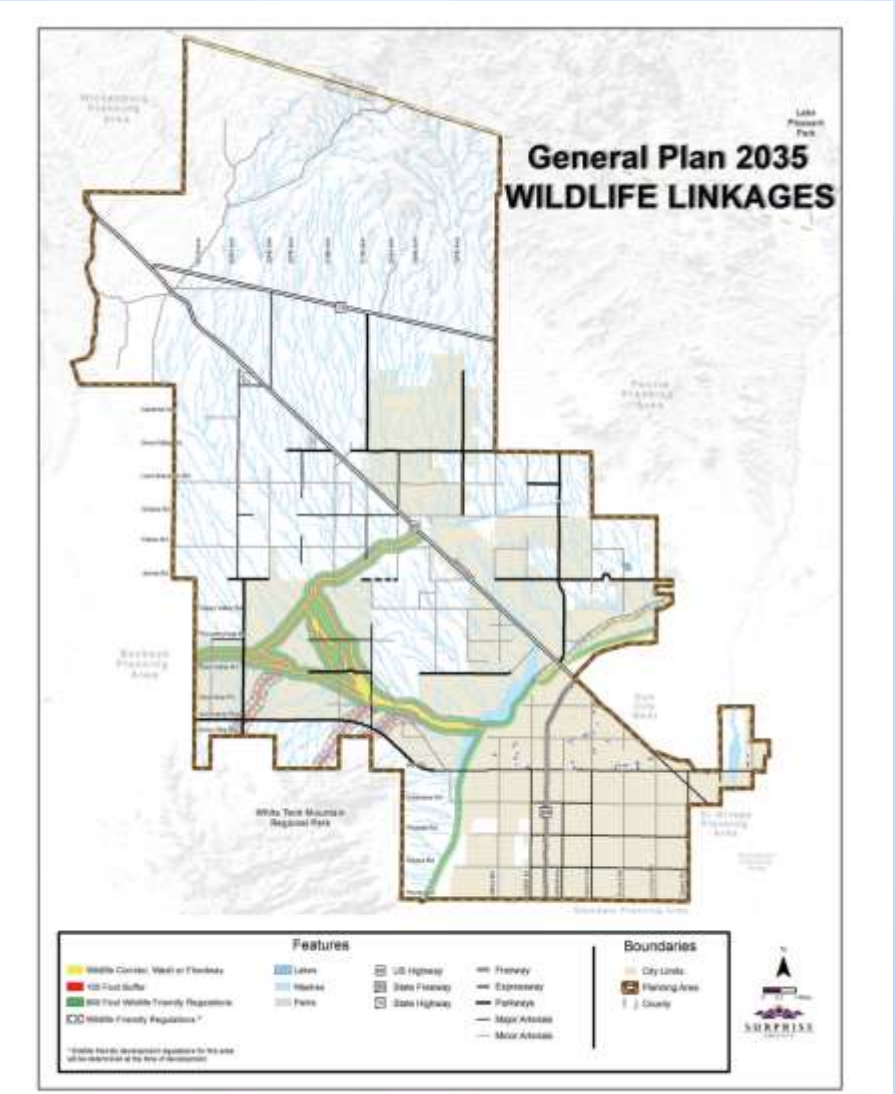
IV. Existing Conditions – Trails



IV. Existing Conditions – Wildlife Linkages



IV. Existing Conditions

Demographic and Socioeconomic Indicators

Core Demographics

Surprise and Maricopa County Core Demographics				
	2010	2020	2030	2040
Surprise				
Population	127,623	159,171	241,901	336,911
Employment	19,516	35,174	64,562	92,189
Occupied Housing Units	46,786	58,009	88,436	123,544
Average Household Size	2.73	2.74	2.74	2.73
Median Age	36.8	37.0	--	--
Median Household Income	$57,708	$63,147	--	--
Maricopa County				
Population	3,824,056	4,506,946	5,359,497	6,174,940
Employment	1,706,407	2,312,650	2,696,638	3,096,757
Occupied Housing Units	1,411,590	2,312,650	1,968,799	2,265,740
Average Household Size	2.67	2.68	2.68	2.68
Median Age	34.6	35.6	--	--
Median Household Income	$51,204	$61,106	--	--

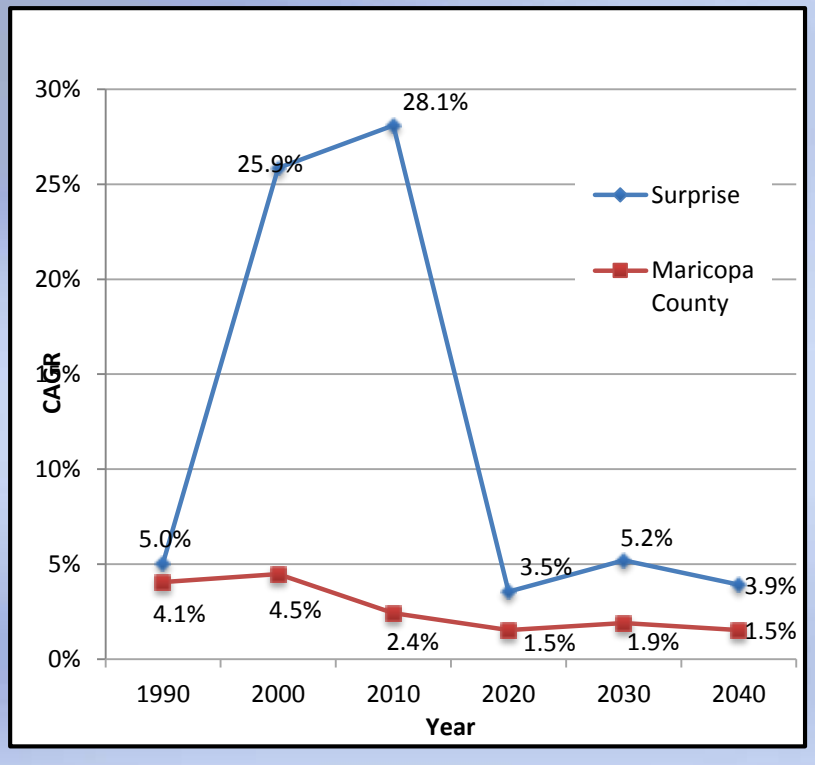
Source: MAG, US Census, Esri, AGS

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Population Growth and Projections

Surprise Population and Projections, CAGR



Source: U.S. Census and MAG

Top 10 Arizona Cities by Population Growth

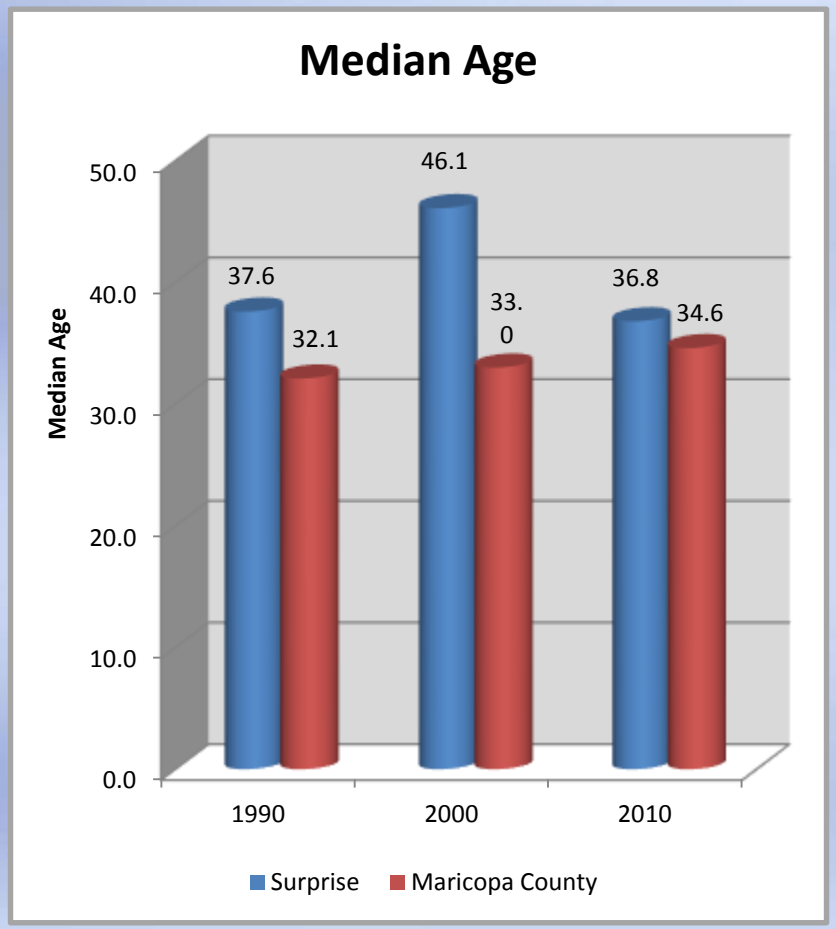
Rank	City	Change 2000 to 2010
1	Maricopa	4081%
2	Sahuarita	679%
3	Buckeye	678%
4	Queen Creek	510%
5	El Mirage	317%
6	**Surprise**	**281%**
7	Goodyear	245%
8	Marana	159%
9	Avondale	112%
10	Youngtown	104%
Average Growth Rate		95%

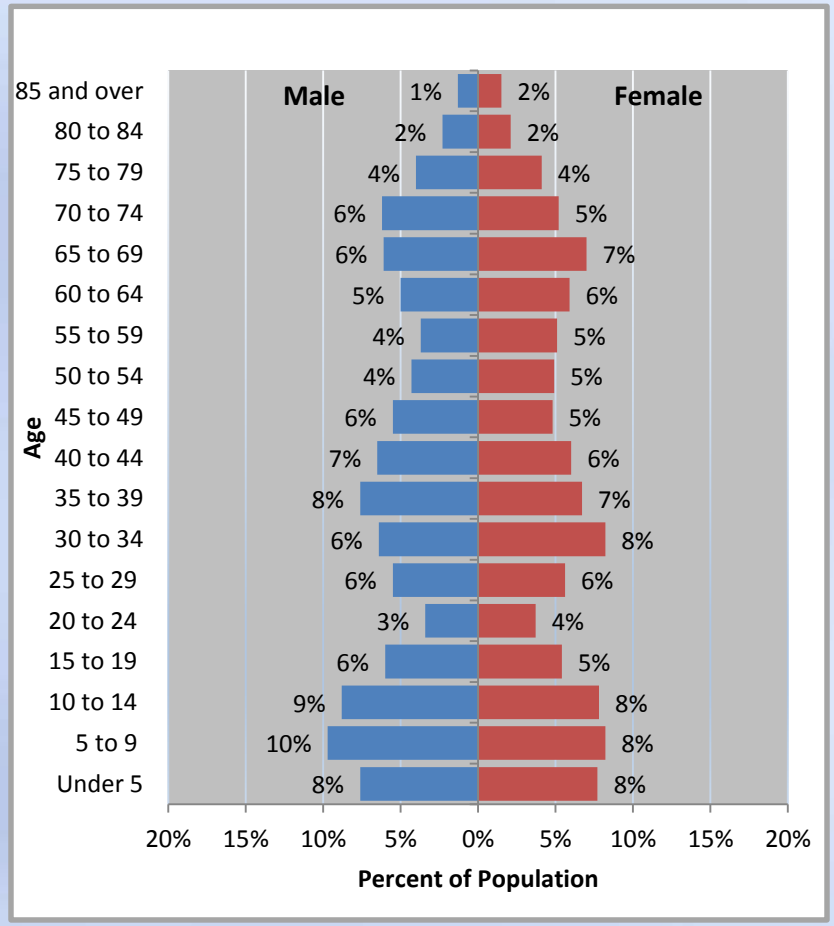
Source: U.S. Census and MAG

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Median Age



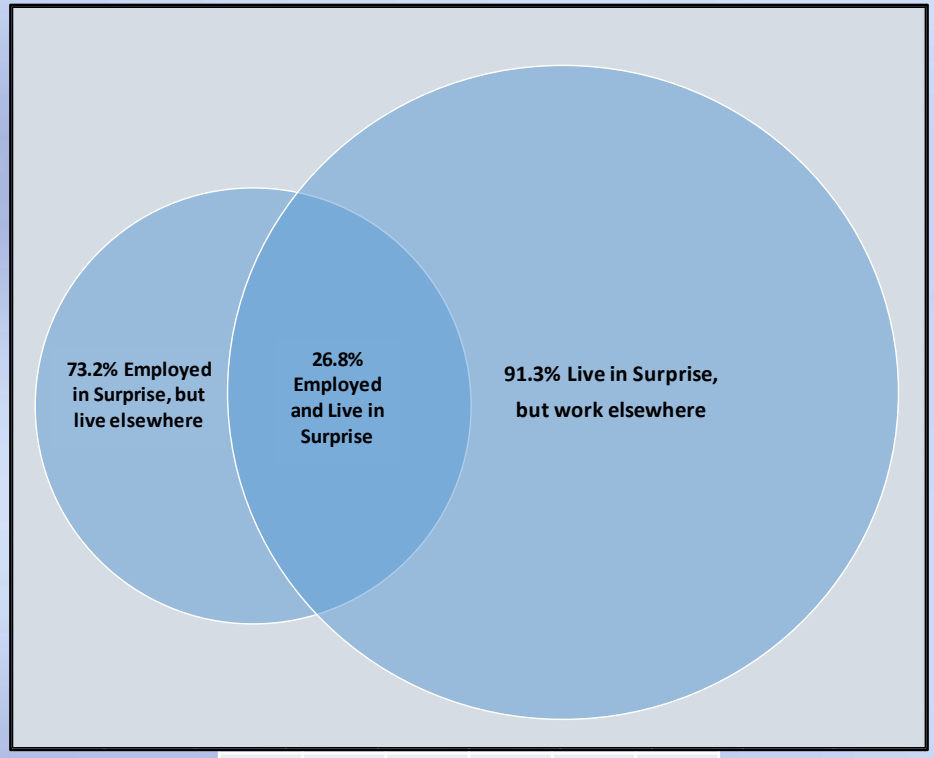


Source: US Census

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Employment Inflow and Outflow



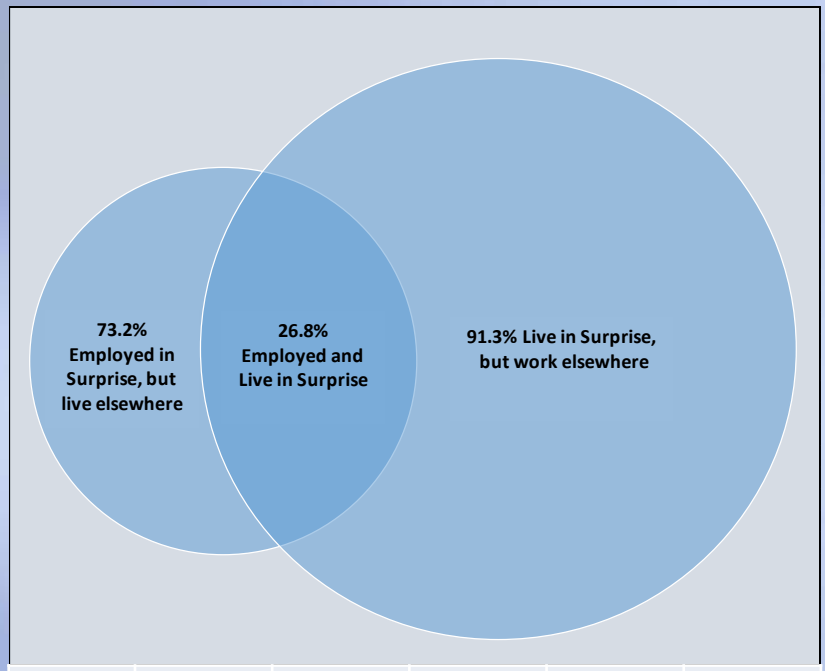
	Total	Percent
Employed in Surprise but Living Outside	10,148	73.2%
Employed and Living in Surprise	3,706	26.8%
Living in Surprise but Employed Outside	38,734	91.3%

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Employment Inflow and Outflow

Resident Inflow - Outflow



	Total	Percent
Employed in Surprise but Living Outside	10,148	73.2%
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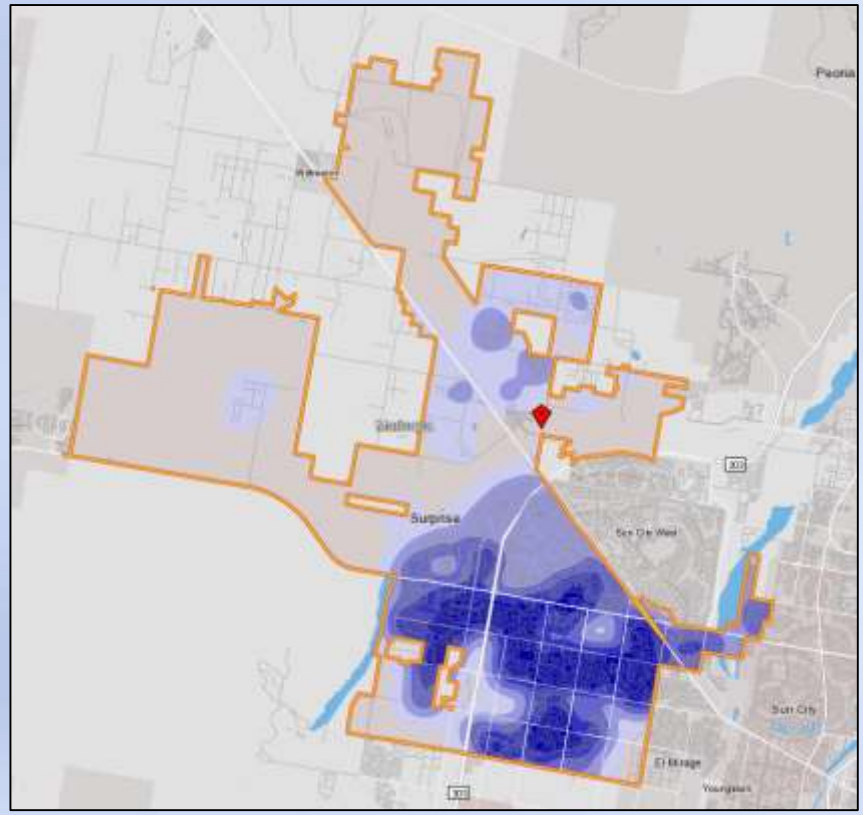
Surprise Employment Concentration



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Demographic and Socioeconomic Indicators

Employment Destination

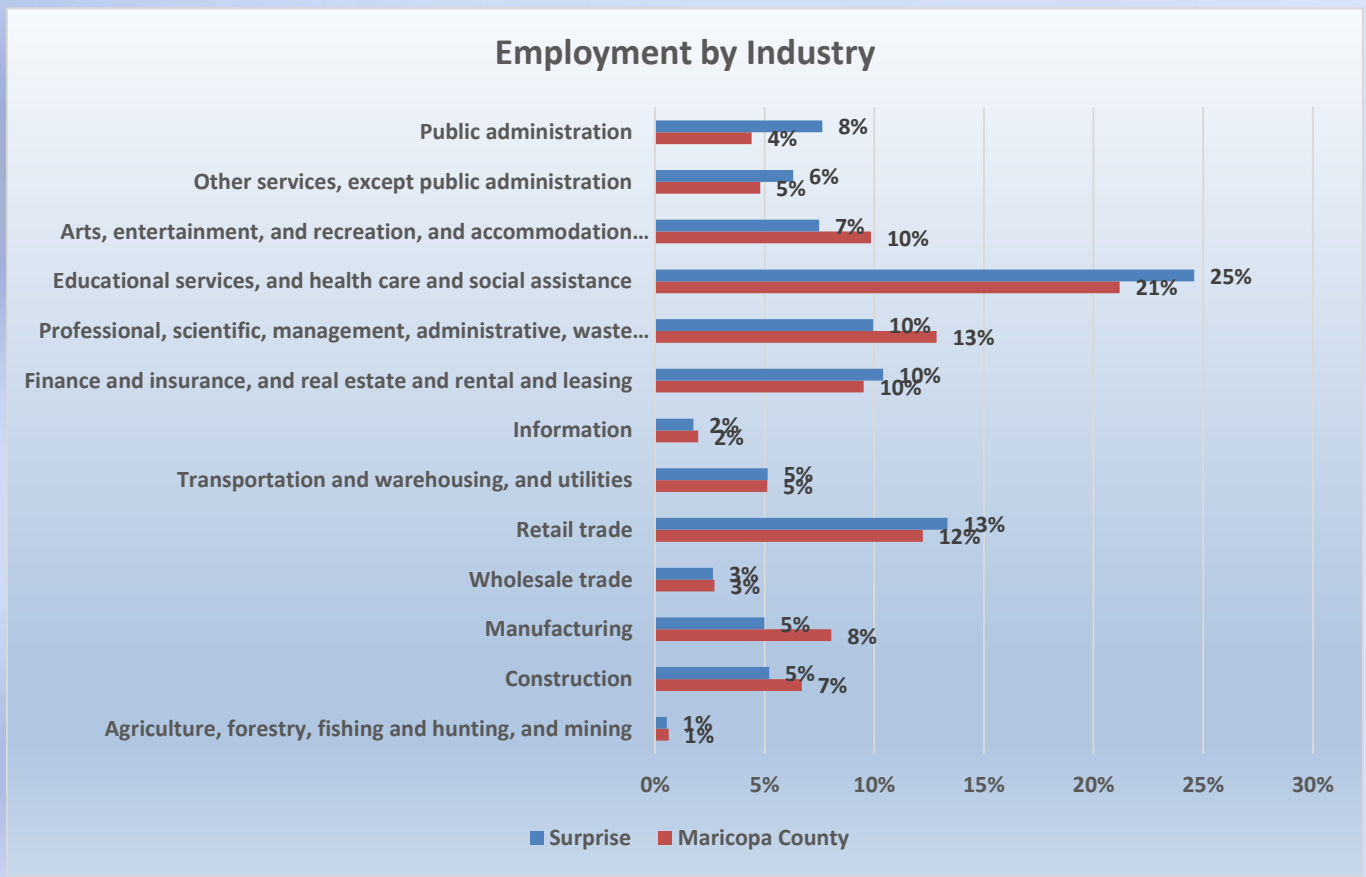
Surprise Location of Employment/ Residence, 2011				
	Out Commuter's Workplace		In Commuter's Residence	
	Count	Percent	Count	Percent
Phoenix	19,464	45.9%	2,447	17.7%
Surprise	3,706	8.7%	3,706	26.8%
Glendale	3,127	7.4%	844	6.1%
Scottsdale	2,339	5.5%	324	2.3%
Tempe	2,316	5.5%	--	--
Peoria	2,056	4.8%	1,042	7.5%
Mesa	1,559	3.7%	353	2.5%
Chandler	834	2.0%	--	--
Sun City CDP	749	1.8%	--	--
Sun City West CDP	717	1.7%	--	--
El Mirage	--	--	588	4.2%
Avondale	--	--	359	2.6%
Goodyear	--	--	337	2.4%
Buckeye	--	--	267	1.9%
All Other Locations	5,573	13.1%	3,587	25.9%
Total	42,440	100.0%	13,854	100.0%

Source: U.S. Census Bureau, OnTheMap Application and LEHD Origin-Destination Employment Statistics (Beginning of Quarter Employment, 2nd Quarter of 2002-2011).

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Employment by Industry, 2013

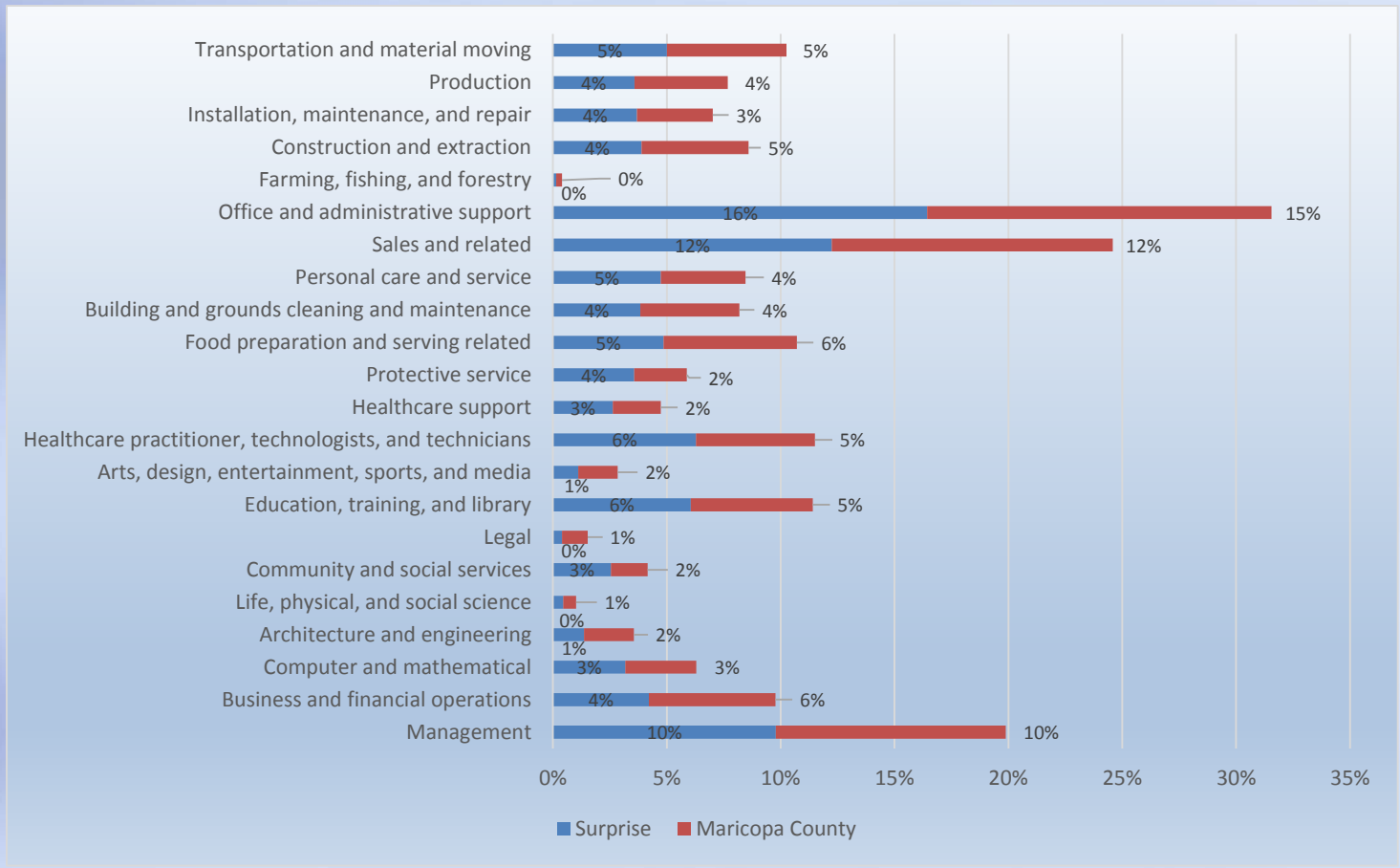


Source: 2009-2013 American Community Survey 5-Year Estimates

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Resident Occupation

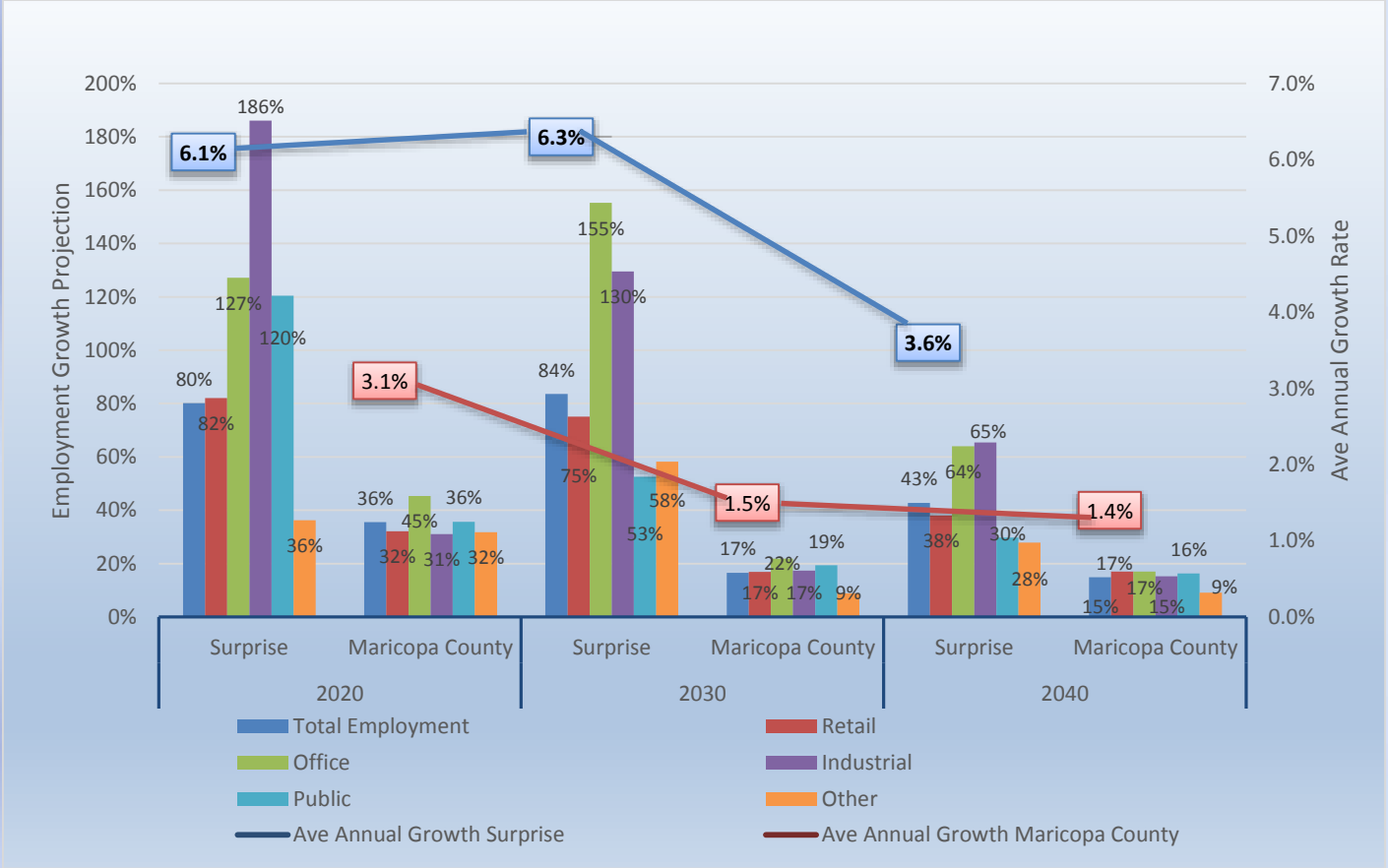


Source: 2009-2013 American Community Survey 5-Year Estimates

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Employment Projections



Source: MAG

IV. Existing Conditions

Demographic and Socioeconomic Indicators

Jobs to Housing Balance

Jobs to Housing Balance				
	2010	**2020**	**2030**	**2040**
Surprise	0.42	0.61	0.73	0.75
Maricopa County	***1.21***	***1.39***	***1.37***	***1.37***
Other Cities				
Chandler	1.25	1.47	1.52	1.68
Goodyear	1.09	1.19	1.24	1.13
Peoria	0.68	0.79	0.74	0.75
Scottsdale	1.64	1.80	1.70	1.69

Source: MAG

V. Interactive Exercise

- Treasures and Challenges Post-It Note Exercise

- Gain Public Input to identify common themes and pinpoint priority issues

- Treasures and Challenges:
  - Neighborhoods
  - Jobs and Economic Vitality
- Participant Survey:
  - Lifestyle/Quality of Life

V. Interactive Exercise

- Neighborhoods

- Identify Treasures and Challenges of Neighborhoods
  - *What makes your neighborhood (or one you admire) great?*
  - *What changes or improvements would you add/make to your neighborhood?*
- Write one thought per Post-It Note, with the title and whether it's a treasure or a challenge

V. Interactive Exercise

- Treasures and Challenges Post-It Note Exercise

- Identify Treasures and Challenges of Jobs and Economic Vitality
  - *What are we good at?*
    - *What employment sectors do we already have established "traction" to build upon? (healthcare, hospitality/tourism, higher education, retail services)*
  - *What types of jobs/industries do we wish to attain that we don't have now?*
  - *What challenges do we face in successfully attracting these types of employers?*
- Write one thought per Post-It Note, with the title and whether it's a treasure or a challenge

V. Interactive Exercise

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- Post-It Note Summary

V. Interactive Exercise

- Lifestyle / Quality of Life – Questions 1, 2, 3

- Participant Survey: Lifestyle/Quality of Life
  - *What type(s) of retail shopping experiences are lacking in Surprise? What stores would you like to see that are not here today?*
  - *A lack of grocery stores is a common observation offered to city staff…*
    - *What types of grocery opportunities would you prefer to see – small, specialty stores, traditional grocers or a mega-foods type of stores?*
  - *What existing restaurants do you frequent the most?*
    - *What restaurants would you like to see come to Surprise?*
    - *Do you have a preference on chains versus family owned establishments?*

V. Interactive Exercise

- Lifestyle / Quality of Life – Questions 4, 5

- Participant Survey: Lifestyle/Quality of Life
  - *Parks/Public Spaces/Recreation Activities*
    - *What parks do you currently use?*
    - *What activities do you enjoy in the park(s) you visit?*
    - *What is your favorite recreational activity?*
  - *Do you generally support the concept of "mixed use" development that typically includes a mixture of high density residential uses together with employment, retail and/or entertainment uses where appropriately located? These developments typically include higher densities and intensities of uses and taller building heights.*

V. Interactive Exercise

- Lifestyle / Quality of Life – Questions 6, 7, 8

- Participant Survey: Lifestyle/Quality of Life
  - *Are there sufficient continuing education/adult learning opportunities in Surprise?*
    - *If not, what types of opportunities/facilities do you feel are needed to adequately serve the diversity of existing and future residents?*
  - *What role does public art play in Surprise?*
    - *In what types of places would you like public art to be displayed or available?*
  - *The city is currently planning for a Heritage District for its Old Town Site (OTS).*
    - *What types of uses or facilities would you prefer to see in the OTS – entertainment, government/civic, residential housing, restaurants, shopping, other?*

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Questions or Comments?

Project Information

For More Information on the General Plan.

Please visit the General Plan section of the City of Surprise website at:

http://www.surpriseaz.gov/generalplan

Or by contacting the Community Development department at:

Phone: 623-222-3000